



## **SYSTEM: DOWNTIME**

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Please see also the Core Concepts, Character Design Rules, Event Rules and Mass Combat Rules, all available from <http://www.insurrectionlrp.co.uk>

If you are unclear about any aspect of these rules, please check out the FAQ on our website (<http://www.insurrectionlrp.co.uk/faq>) and contact the Design Team ([DesignTeam@insurrectionlrp.co.uk](mailto:DesignTeam@insurrectionlrp.co.uk)) if you need further clarification.

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## Introduction

Downtime is the name we give to the period of time that elapses IC between events. It is intended to provide opportunities to supplement and enhance your roleplaying at events. Some players may not wish to perform any downtime activity whatsoever, instead focusing entirely on "uptime" – what happens at events. It is entirely possible and straightforward to play Insurrection without ever engaging in downtime activity, and there is absolutely no requirement on any of our players to do so – the only circumstance in which downtime actions will be essential to the game is if a given player makes it so.

However, we wish to provide players with the opportunity to detail their characters' exploits when not at events, and thus we present these rules as a means of achieving this. We believe that downtime activity can add depth and colour to our players' experience of the game, and so wish to provide the means for those players who wish to play the game in this way to do so.

### **Downtime turns**

Many of the skills in the character creation document describe actions in downtime taking a number of turns. For example, Artifice, Business, Craft, Pharmacy and Talismongering all require varying numbers of downtime turns to achieve something. Similarly, it takes one downtime turn to spend one XP.

A downtime turn roughly represents one in-game week between events. Therefore, the number of turns between any two consecutive events may vary, but by default will be set at 25 (as we aim to run two events per year).

### **Issuing commands**

Aside from using your downtime skills, you may also take one downtime turn to issue a command to one ship under your control, to direct one unit of slaves or Staff under your control (two if you have Basic Management, four if you have Intermediate Management, or eight if you have Advanced Management), or to command one military unit under your control (increasing per slaves/Staff if you have the Management skill).

Slaves will only work in turns in which you give them orders; the Overseer's Office allows you to do so more efficiently. Please note that infrastructure still limits the maximum amount of raw material your slaves can provide per downtime period, and that slaves consume one unit of Food in **each and every** downtime turn. You may also use downtime turns for any other story-based activities, such as spying, rabble-raising, sabotaging, defending an area or exploring.

### **Teaching skills**

It takes you as long to teach a skill as it takes the person you are teaching to learn that skill. You do not have to make use of all of your available downtime turns, but please remember that they are available for non-mechanical story-type activity as well as anything outlined in this document.

## **Communication between events**

Please note that if you wish to communicate with characters outside of your faction in downtime, you are free to do so on the condition that you provide a copy of all messages to [DesignTeam@insurrectionlrp.co.uk](mailto:DesignTeam@insurrectionlrp.co.uk). This represents a postal service provided by the Wayfarers' Guild. There is currently no widely-available IC alternative but such things are not impossible and may bear research.

Note that we do not offer the opportunity for "live" conversations with NPCs during downtime; you can send letters to NPCs (via the Design Team) and any response you receive will be in letter format, whether in downtime or during an event. Any requests to interact with NPCs in downtime will be granted if they are reasonable, but you will need to provide the Design Team with an outline of your agenda and approach for the conversation, and your downtime return will include a written account of that conversation based on what you have told us and what we know about your character.

## **Downtime processing and returns**

Please note also that we do not offer the downtime system as a "play by mail" service, meaning that you will not receive the results of one part of your downtime before submitting the next. Each person's downtime will be processed in its entirety after the submission deadline, meaning that if your decisions later in downtime would be affected by things happening earlier in the downtime, you will need to specify your responses to specific outcomes. For example, if you plan to scout a location and then attack later in the same downtime, you will not know what your scouts discovered at the time you submit your plan of attack. You should therefore include contingencies in any complicated plan to account for this.

## **Dying In Downtime**

Except in very specific circumstances, we are extremely unlikely to kill your character in downtime. It is much more likely that we will have a victorious enemy loot all of your equipment and/or capture you (and therefore provide an uptime opportunity for your friends to rescue you or leave you to rot early on next event). The only time where this does not hold true would be if you engaged in mass combat, joined a unit (per the Leading From The Front rules), were defeated and a PC enemy had stated they would kill anyone they captured.

## **Equipment In Downtime**

We assume, by default, that you carry all of your equipment around with you (even if that might seem absurd). If you get attacked in downtime, therefore, all of your equipment is at risk. If you want to store it somewhere, you need to say where. Of course, if that place gets attacked, any equipment there will be at risk.

If you do find yourself in an unfortunate situation in downtime, we assume by default that you do not use any consumable equipment (e.g. potions). If you would like to do so (e.g. "if I get attacked, I will drink my Invisibility Potion") then please make sure you state this clearly in your downtime submission.

## **Character Development**

Whether you want to improve your existing expertise, or branch out into something totally new, you will need an appropriate teacher. In this case, “appropriate” means another character that has both the skill you want to learn at the appropriate level, and the Teaching skill. If you learn a skill during downtime from a teacher you have either gained access to through your factional advantage or by arranging tuition at an event, it will take you one downtime turn per XP you spend.

If you wish to learn a skill without a teacher, it will cost you twice as many XP and downtime turns as it ordinarily would to learn a Basic or Intermediate skill, or three times as many XP and downtime turns for an Advanced skill. This is not possible during events, only during downtime.

Please note also that it is not possible to “learn” Rank; if you wish to improve your Rank beyond Basic level, this will be based on your character’s actions as perceived by their *Commonwealth* superiors. There is still an XP and downtime turn cost for this. The same is true for Initiated skills beyond Basic – you need to have impressed the group of which you are a member to progress.

### **The costs to learn skills with a teacher are as follows:**

<b>Skill is: Character is:</b>	<b>Basic</b>	<b>Intermediate</b>	<b>Advanced</b>
<b>Poor</b>	6	12	24
<b>Average</b>	5	10	20
<b>Talented</b>	4	8	16
<b>Gifted</b>	3	6	12

### **The costs to learn skills without a teacher are as follows:**

<b>Skill is: Character is:</b>	<b>Basic</b>	<b>Intermediate</b>	<b>Advanced</b>
<b>Poor</b>	12	24	72
<b>Average</b>	10	20	60
<b>Talented</b>	8	16	48
<b>Gifted</b>	6	12	36

As at character creation, if you wish to upgrade a skill to the next level then you must pay the full price for the higher level skill. Thus, an orc with Basic Double who wishes to buy Intermediate Double must spend 6XP, meaning that they have spent a total of 9XP on the Double skill (3 for Basic, 6 for Intermediate). Buying Advanced Double will cost an additional 12XP, for a total of 21XP spent.

Please note that the Advanced levels of Artifice, Majesty and Shamanism cannot be learnt in downtime and all require you to find a teacher at an event.

## Economics

This aspect of Insurrection is primarily concerned with the holdings of characters with Rank, but is also relevant to those who have bought or occupied land by other means.

### **Land**

There are broadly seven types of land: plains, forest, hills, mountains, desert, swamp and coastal. These are very broad categories, so hills could include terrain as diverse as moorland, foothills or gentle downs. Each type of land has its own strengths and weaknesses in economic terms. Since the advent of the Commonwealth, land is identified by both the Demesne in which it can be found, and a four letter Commonwealth Entitlement (CWE) code. These CWE designations refers to a hexagonal area of land, 10km along each side – one CWE designation covers an area of approximately 100 square miles and contains at least one transportation pad. These CWE designations are what we refer to as hexes under these rules.

Infrastructure (e.g. mines, farms, local roads) is built on the land, and the more infrastructure present, the more production can occur in an area. This ranges from Basic through to Advanced, although some land may have no infrastructure. Infrastructure is developed separately for each raw material, and different land types can bear different amounts of infrastructure.

	<b>Food</b>	<b>Hides</b>	<b>Timber</b>	<b>Cloth</b>	<b>Metals</b>	<b>Stone</b>
<b>Plains</b>	Advanced	Intermediate	Basic	Advanced	None	None
<b>Forest</b>	Intermediate	Basic	Advanced	Basic	None	None
<b>Hills</b>	Intermediate	None	Basic	Intermediate	Basic	Intermediate
<b>Desert</b>	Basic	Basic	None	None	Intermediate	Basic
<b>Swamps</b>	Intermediate	Basic	Basic	None	None	None
<b>Mountains</b>	None	None	None	None	Advanced	Advanced
<b>Coast</b>	Advanced	None	None	None	None	None

### **Goods**

The system trades in 6 goods: Food, Hides, Timber, Cloth, Metals and Stone. Again the categories are broad, for example several units of metals could represent iron, silver, bronze or anything else.

## Production and infrastructure

Once a character has an area of land with some infrastructure on it, they can produce a number of units of materials (dependent on labour) up to a maximum value between any two events. Please note that the Trade skill can increase this.

Level of infrastructure	Food	All other materials
<b>Basic</b>	40	20
<b>Intermediate</b>	80	40
<b>Advanced</b>	160	80

To establish Basic production costs 20 stone, 10 timber, and 10 labour.  
To upgrade to Intermediate production costs 40 stone, 20 timber, and 20 labour.  
To upgrade to Advanced production costs 80 stone, 40 timber, and 40 labour.  
You will also need a Mason and a Carpenter to process the raw material into a usable form (i.e. Craft Points – see later) and actually build the infrastructure.

Please note that you may also be expected to pay an “arrangement fee” or tax to the Commonwealth, proportionate to the level of infrastructure you build. This is, however, an IC requirement rather than an OOC mechanical one.

Because coastal Food production is done by fishing in boats rather than agriculture and farming, the cost in Stone is replaced by Timber, and the original cost in Timber is replaced by Cloth. You would then require a Carpenter and a Tailor.

Note that the Weather Control power can be used to modify the maximum Food production of a given piece of infrastructure on any land except Coast (the Wave Control power has an identical effect in this case). Each use of the relevant power adds or subtracts 10% to or from the maximum production possible this downtime, to a maximum change of 50% (five uses). These need not all come from the same source and may end up in conflict with one another.

Ordinarily, you may store 100 units of raw material on a piece of land with Basic infrastructure, 200 units where there is Intermediate infrastructure, and 400 units where there is Advanced infrastructure. Any excess can either be stored in Warehouses, traded (see below), or traded to the Wayfarers for a chit.

## Labour

Production can only take place with labour – people to extract the raw materials and fashion them into the end product. Labour is represented by units of 20 human slaves who may be Basic, i.e. unskilled workers (e.g. illiterate peasants), Intermediate, i.e. skilled workers with some training and experience, or Advanced, i.e. experts in their field (sometimes literally!) who are often literate and always experienced craftsmen – note that Advanced slaves are now illegal in the Commonwealth. They can be replaced by High Race Staff, who count as Advanced Slaves for all mechanical purposes but consume twice as much Food. To do anything in the system requires Labour, and each group of slaves provides a certain number of labour units, as detailed below.

Type of Slave	Labour Units per downtime turn
Basic	4
Intermediate	8
Advanced	16

One unit of Labour translates into one unit of raw material of a type appropriate to the land's infrastructure, up to the maximum allowed for that infrastructure. A unit of slaves' Labour for a given downtime turn must be spent on one type of infrastructure. Any excess is wasted.

Each group of slaves consumes one unit of Food per downtime turn (thus normally requiring 25 units of Food per downtime). If they are not provided with this Food, they will die off in pretty short order, possibly causing other problems.

It is possible to purchase new slaves from the Wayfarers Guild or other vendors. The value of the Florin is fixed on one Basic human slave being worth 20F. Slaves must also be clothed (requiring 12 Cloth and a Tailor for an entire unit), or else they provide only 25% of the normal Labour you would expect and cannot be trained or used to crew ships. You also need as many Dormitories (see below) on your land as you have units of slaves working there. A unit of slaves without a dormitory will offer only 50% of their normal Labour per downtime turn if using Tents or 25% if they are provided no accommodation.

## Trade

There are two main ways to trade; either direct with other players, via correspondence during downtime or conversation at events, or via the Wayfarers' Guild. You may buy or sell via the Wayfarers automatically at any time, although the price for buying will always be higher than the price for selling, and these prices will fluctuate due to supply and demand and are not subject to OOC negotiation; you simply state the number of units you wish to buy or sell, and the level of the Knowledge: Economics skill to which you have access. Trading in this way does not take any downtime turns. Those with access to a trading ship and a Port can extend their trading reach, providing a wider market in which to operate.

## Buildings

Some activities can only occur with access to relevant buildings. To construct a building takes 100 Stone, 100 Timber, and 50 Labour, and access to a Mason and a Carpenter. It also requires one unit of Advanced slaves to staff the building in any turn in which the building is to be used – those who wish to abide by Commonwealth law may instead hire members of the High Races to staff their buildings, but this is significantly more expensive. One unit of land may sustain a number of buildings (excluding Dormitories) depending on its highest level of infrastructure – just one for Basic, two for Intermediate, or four for Advanced.

*Apothecarium*: allows a skilled Pharmacist to double the number of Ingredients they produce when processing raw materials; e.g. one unit of Cloth can provide six herbal ingredients.

*Barracks*: needed to train troops. Note that human troops are illegal in the Commonwealth. You can train units of High Race troops in the barracks too.

*Colleges*: Needed for training – it takes twelve downtime turns to train a unit of slaves to Intermediate, and twenty-four from Intermediate to Advanced.

*Dormitory*: Costs only 25 Hides, 25 Timber and 5 Labour. One Dormitory is needed for each unit of slaves working on that area of land in any given downtime turn.

*Enchantry*: allows a skilled Talismonger to double the number of Components they produce when processing raw materials, e.g. one unit of Cloth can provide two herbal components.

*Facility*: actually five different buildings, the Facility allows a skilled Crafter of the appropriate type to double the number of units of raw materials they may process into Craft Points in any given downtime turn. The five types of Facility are the *Loom Hall* (for Cloth), the *Lumber Yard* (for Carpentry), the *Quarry* (for Masonry), the *Smithy* (for Smithing), and the *Tannery* (for Leatherwork).

*Gristmill*: doubles the quantity of Food produced on this piece of land – for example, if your slaves produced 20 Food on Intermediate Infrastructure, the Mill would make this count as 40 Food.

*Keep*: This defends your stores against plunder while you are under attack using the mass combat rules.

*Overseer's Office*: Allows you to direct twice as many units of slaves per downtime turn as you would normally be able to on this piece of land.

*Paper Mill*: allows the conversion of one unit of Cloth and one unit of Hides into ten reams of paper, taking one downtime turn to do so.

*Port*: Only available in coastal areas, they can build ships and act as a place from which to trade further afield.

*Warehouse*: Each warehouse allows you to store another 100 units of raw material on this piece of land.

## Armies

It takes five downtime turns to train one unit of Light troops; ten turns to upgrade from Light to Heavy; and twenty turns to upgrade from Heavy to Elite, or to build a siege engine. Troops are trained by permanently removing slaves from production and giving them suitable equipment and training. Note that human troops are illegal in the Commonwealth. They still need Dormitories, although up to ten units can be stationed within a Barracks. When travelling across country, they may use Tents to obviate this need.

There are three main categories of troops: infantry, archers and cavalry. Within each of these are the divisions light, heavy and elite – Basic, Intermediate and Advanced. Please note that slaves of any level become Basic/Light troops, and can then be sequentially upgraded to Intermediate/Heavy and then Advanced/Elite. There are also Battering Ram, Siege Tower and Catapult units, which are siege engines.

Militia units also exist, which do not require a Barracks to train and which are little more than slaves with pitchforks. This requires 4 Timber and 24 Hides, and can be done in reaction to an attack on your lands.

Unit type	Cost to train and equip	Cost per downtime turn*
Light infantry	1 unit Basic Slaves, 100 Hides, 8 Metals	2 Food, 50 Hides
Heavy infantry	1 unit Light infantry, 130 Metals	2 Food, 60 Metal
Elite infantry	1 unit Heavy infantry, 250 Metals	2 Food, 120 Metal
Light archers	1 unit Basic Slaves, 50 Hides, 4 Timber	2 Food, 1 Timber, 25 Hides
Heavy archers	1 unit Light archers, 100 Hides, 8 Timber	2 Food, 1 Timber, 50 Hides
Elite archers	1 unit Heavy archers, 120 Metals, 8 Timber	2 Food, 1 Timber, 60 Metal
Light cavalry	1 unit Basic Slaves, 150 Hides, 8 Metals, 40 Food	4 Food, 50 Hides
Heavy cavalry	1 unit Light cavalry, 190 Metals, 40 Food	4 Food, 60 Metal
Elite cavalry	1 unit Heavy cavalry, 370 Metals, 40 Food	4 Food, 120 Metal
Battering Ram	1 unit Basic slaves, 100 Hides, 50 Timber, 10 Metal, 10 Labour	2 Food
Siege Tower	1 unit Basic slaves, 125 Hides, 100 Timber, 25 Metal, 20 Labour	2 Food, 1 Timber
Catapult	1 unit Basic slaves, 100 Hides, 100 Timber, 50 Metal, 40 Labour	2 Food, 1 Stone

\*: this is the cost per downtime turn of combat. In turns where these units are not in combat, they consume only 1 Food (except Cavalry, who consume 2 Food).

## High Race Troops

It takes five downtime turns to train one unit of Green troops; ten turns to upgrade from Green to Veteran; and twenty turns to upgrade from Veteran to Elite, or to build a siege engine (replacing the slaves above with High Race staff or troops). Troops are trained by permanently recruiting the appropriate number of members of the relevant High Race, and giving them suitable equipment and training. They will need Dormitories in which to sleep, although up to ten units can be stationed within a Barracks. When travelling across country, they may use Tents to obviate this need.

There are three main categories of troops: infantry, archers and cavalry. Within each of these are the divisions green, veteran and elite – Basic, Intermediate and Advanced. Each different High Race handles these roles differently. Upgrading troops affects the Mass Combat scores of units in different ways.

- Each time a Dwarf unit is upgraded, they get +1 Attack, +1 Defence, and +2 Vitality;
- Each time an Elf unit is upgraded, they get +1 Attack and +3 Defence;
- Each time an Orc unit is upgraded, they get +3 Attack, +3 Defence and +3 Vitality;
- Each time a Wood Elf unit is upgraded, they get +2 Attack and +2 Defence;
- Each time a Timber Dwarf unit is upgraded, they get +2 Attack, +2 Defence and +2 Vitality.

Unit type	Cost to train and equip	Cost per downtime turn
Dwarf Arbalists	<p><i>Green:</i> 20 Dwarves, and either 20 Basic Crossbows, 20 Basic R. Leather Vitals and 80 Basic R. Leather Limbs or 4 Timber and 96 Hides;</p> <p><i>Veteran:</i> Green Arbalists, and either 20 Intermediate Crossbows, 20 Basic Chain Vitals and 80 Basic Chain Limbs or 4 Timber and 120 Metal;</p> <p><i>Elite:</i> Veteran Arbalists, and either 20 Advanced Crossbows, 20 Basic Plate Vitals and 80 Basic Plate Limbs or 4 Timber and 240 Metal</p>	<p>Inactive: 2 Food In combat: 4 Food, and 1 Timber, plus 48 Hides (if Green), 60 Metal (if Veteran) or 120 Metal (if Elite).</p>
Elven Archers	<p><i>Green:</i> 20 Elves, and either 20 Basic Longbows, 20 Basic R. Leather Vitals and 80 Basic R. Leather Limbs, or 8 Timber and 96 Hides.</p> <p><i>Veteran:</i> Green Archers, and either 20 Int. Longbows, 20 Int. R. Leather Vitals and 80 Int. R. Leather Limbs, or 8 Timber and 96 Hides.</p> <p><i>Elite:</i> Veteran Archers, and either 20 Adv. Longbows, 20 Adv. R. Leather Vitals and 80 Adv. R. Leather Limbs, or 8 Timber and 96 Hides.</p>	<p>Inactive: 2 Food In combat: 4 Food, 1 Timber, and 48 Hides</p>

Orc Archers	<p><i>Green:</i> 30 Orcs, and either 30 Basic Longbows, 30 Basic R. Leather Vitals and 120 Basic R. Leather Limbs, or 12 Timber and 144 Hides.</p> <p><i>Veteran:</i> Green Archers, and either 30 Intermediate Longbows, 30 Basic Chain Vitals and 120 Basic Chain Limbs or 12 Timber and 180 Metal;</p> <p><i>Elite:</i> Veteran Archers, and either 30 Advanced Longbows, 30 Basic Plate Vitals and 120 Basic Plate Limbs or 12 Timber and 360 Metal</p>	<p>Inactive: 3 Food</p> <p>In combat: 6 Food and 2 Timber, plus 72 Hides (if Green), 90 Metal (if Veteran) or 180 Metal (if Elite).</p>
Wood Elf Waywatchers	<p><i>Green:</i> 20 Wood Elves, and either 20 Basic Longbows, 20 Basic R. Leather Vitals and 80 Basic R. Leather Limbs, or 8 Timber and 96 Hides.</p> <p><i>Veteran:</i> Green Waywatchers, and either 20 Int. Longbows, 20 Int. R. Leather Vitals and 80 Int. R. Leather Limbs, or 8 Timber and 96 Hides.</p> <p><i>Elite:</i> Veteran Waywatchers, and either 20 Adv. Longbows, 20 Adv. R. Leather Vitals and 80 Adv. R. Leather Limbs, or 8 Timber and 96 Hides.</p>	<p>Inactive: 2 Food</p> <p>In combat: 4 Food, 1 Timber, and 48 Hides</p>
Elven Cavalry	<p><i>Green:</i> 20 Elves, 80 Hides, 40 Food, and either 20 Basic 1H Weapons, 20 Basic R. Leather Vitals and 80 Basic R. Leather Limbs, or 8 Metal and 96 Hides.</p> <p><i>Veteran:</i> Green Cavalry, and either 20 Int. 1H Weapons, 20 Int. R. Leather Vitals and 80 Int. R. Leather Limbs, or 8 Metal and 96 Hides.</p> <p><i>Elite:</i> Veteran Cavalry, and either 20 Adv. 1H Weapons, 20 Adv. R. Leather Vitals and 80 Adv. R. Leather Limbs, or 8 Metal and 96 Hides.</p>	<p>Inactive: 4 Food</p> <p>In combat: 8 Food and 48 Hides</p>
Orc Warband	<p><i>Green:</i> 30 Orcs, and either 30 Basic 1H Weapons, 30 Large Shields, 30 Basic R. Leather Vitals and 120 Basic R. Leather Limbs, or 36 Metals and 144 Hides.</p> <p><i>Veteran:</i> Green Warband, and either 30 Intermediate 1H Weapons, 30 Basic Chain Vitals and 120 Basic Chain Limbs or 192 Metal;</p> <p><i>Elite:</i> Veteran Archers, and either 30 Advanced 1H Weapons, 30 Basic Plate Vitals and 120 Basic Plate Limbs or 372 Metal</p>	<p>Inactive: 3 Food</p> <p>In combat: 6 Food, plus 72 Hides (if Green), 90 Metal (if Veteran) or 180 Metal (if Elite).</p>

Timber Dwarf Loggers	<p><i>Green:</i> 20 Timber Dwarves, and either 20 Basic 2H Axes, 20 Basic R. Leather Vitals and 80 Basic R. Leather Limbs or 8 Metal and 96 Hides;</p> <p><i>Veteran:</i> Green Loggers, and either 20 Intermediate 2H Axes, 20 Basic Chain Vitals and 80 Basic Chain Limbs or 128 Metal;</p> <p><i>Elite:</i> Veteran Loggers, and either 20 Advanced 2H Axes, 20 Basic Plate Vitals and 80 Basic Plate Limbs or 248 Metal</p>	<p>Inactive: 2 Food</p> <p>In combat: 4 Food, plus 48 Hides (if Green), 60 Metal (if Veteran) or 120 Metal (if Elite).</p>
Wood Elf Blade Dancers	<p><i>Green:</i> 20 Wood Elves, and either 40 Basic 1H Weapons, 20 Basic R. Leather Vitals and 80 Basic R. Leather Limbs, or 8 Metal and 96 Hides.</p> <p><i>Veteran:</i> Green Blade Dancers, and either 40 Int. 1H Weapons, 20 Int. R. Leather Vitals and 80 Int. R. Leather Limbs, or 8 Metal and 96 Hides.</p> <p><i>Elite:</i> Veteran Blade Dancers, and either 40 Adv. 1H Weapons, 20 Adv. R. Leather Vitals and 80 Adv. R. Leather Limbs, or 8 Metals and 96 Hides.</p>	<p>Inactive: 2 Food</p> <p>In combat: 4 Food and 48 Hides</p>
High Race Militia	<p>High Race staff, 4 Timber and 24 Hides. Can be done without a Barracks and in response to an attack on your lands.</p>	<p>2 Food</p>

## Ships

Ships may be built in a Port, and are either trading ships or warships. Trading ships can be loaded up with raw materials, slaves or troops, and sent out from their home Port. When they reach their destination, they may unload their cargo, possibly selling it, and then return with any new goods they are collecting.

All ships have an upkeep cost in Food, that must be paid each turn from the cargo carried on board. Any troops or slaves on board must also be fed from cargo.

<b>WARSHIPS</b>			
	<b>Cost to Build</b>	<b>Time to Build</b>	<b>Upkeep per DT Turn</b>
<b>Transport</b>	30 Timber, 40 Cloth, 2 units slaves	10 Turns	2 Food
<b>Scout</b>	100 Timber, 45 Cloth, 5 Metal, 2 units slaves	5 Turns	2 Food
<b>Schooner</b>	50 Timber, 40 Cloth, 10 Metal, 2 units slaves	10 Turns	2 Food
<b>Sloop</b>	70 Timber, 35 Cloth, 20 Metal, 3 units slaves	10 Turns	3 Food
<b>Brig</b>	20 Timber, 25 Cloth, 15 Metal, 4 units slaves	10 Turns	4 Food
<b>Cruiser</b>	100 Timber, 30 Cloth, 15 Metal, 3 units slaves (at least 1 Intermediate)	20 Turns	3 Food
<b>Frigate</b>	100 Timber, 25 Cloth, 25 Metal, 3 units slaves (at least 1 Intermediate)	20 Turns	3 Food
<b>Support</b>	80 Timber, 10 Cloth, 25 Metal, 2 units slaves (at least 1 Intermediate)	20 Turns	2 Food
<b>Ship of the Line</b>	200 Timber, 25 Cloth, 50 Metal, 3 units slaves (at least 1 Int. and 1 Adv.)	40 Turns	3 Food
<b>TRADING VESSELS</b>			
<b>Coaster</b>	2 units Basic slaves, 50 Timber, 40 Cloth	10 Turns	2 Food
<b>Freighter</b>	3 units slaves (1 Int.), 100 Timber, 20 Cloth	20 Turns	3 Food
<b>Bulk Carrier</b>	3 units slaves (1 Adv.), 200 Timber, 10 Cloth	40 Turns	3 Food

Ship owners who do not wish to break Commonwealth law must hire High Race Staff to replace Advanced slaves – this will generally be very expensive. As well as their wages, these crew units consume 2 Food per downtime turn, which must be loaded onto the ship just like the Food of the slave crew.

## **Crafting**

Craft allows you to turn Cloth, Hides, Metals, Stone and Timber into finished products that you can then sell or use. Each unit of these various resources can be processed into five Craft Points of the appropriate type. With Basic Craft, it takes you four downtime turns to process one unit of raw materials. With Intermediate Craft, this takes two downtime turns, and with Advanced Craft, it takes just one downtime turn per unit. You need tools of the appropriate level to do this. Please note that these skills are also vital in the production of infrastructure and buildings. When you have produced these Craft Points, you may utilise them as follows as a separate action to the processing.

### **Uses of Craft Points:**

- You can repair Fur armour with half a Craft Point of Hides for a limb or 1 Craft Point of Hides for vitals;
- You can repair Leather armour with 1 Craft Point of Hides for a limb or 2 for vitals;
- You can repair Reinforced Leather Armour with 2 Craft Points of Hides for a limb or 4 for vitals;
- You can repair Chain Armour with 3 Craft Points of Metal for limbs (5 for vitals);
- You can repair Plate Armour with 5 Craft Points of Metal for limbs (10 for vitals);
- You can repair a broken one-handed weapon or crossbow with 1 Craft Point of Timber or Metal;
- You can repair a broken two-handed weapon or longbow with 2 Craft Points of Timber or Metal.
  
- You can make two daggers or throwing weapon with 1 Craft Point of Metal;
- You can make a one-handed weapon, small shield, or crossbow with 1 Craft Point of Timber or Metal;
- You can make a two-handed weapon, large shield, polearm or longbow with 2 Craft Points of Timber or Metal.
  
- You can create Tents for a unit of 20 troops or slaves with 120 Craft Points of Cloth;
- You can create an entire suit of clothes for a slave with 3 Craft Points of Cloth;
- You can create Fur armour for a limb with 1 Craft Points of Hides, or for the Vitals with 2 Craft Points of Hides;
- You can create Leather armour for a limb with 2 Craft Points of Hides, or for the vitals with 4 Craft Points of Hides;
- You can create Reinforced Leather armour for a limb with 4 Craft Points of Hides, or for the vitals with 8 Craft Points of Hides;
- You can create Chain Armour for a limb with 5 Craft Points of Metal, or for the vitals with 10 Craft Points of Metals;
- You can create Plate Armour for a limb with 10 Craft Points of Metal, or for the vitals with 20 points of Metals.
  
- You may make tools for Carpentry, Masonry, Security, Smithing, or Surgery with 5 Craft Points of Metal;
- You may make tools for Calligraphy, Leatherwork or Tailoring with 5 Craft Points of Wood;
- You may make tools for Pharmacy or Talismongering with 5 Craft Points of Stone.

## Quality

The quality level of a weapon determines the maximum level skill from the School of War that may be used with it (note that daggers, throwing weapons, staves and clubs/coshes/cudgels may never be better than Basic quality). The quality level of a piece of armour determines its maximum number of repairs: Basic-quality armour may be repaired only once, Intermediate twice, and Advanced four times. Similarly, the quality of Tents determines how many downtime periods they are good for until they must be replaced: 2 for Basic, 3 for Intermediate or 5 for Advanced.

Artificers also value other items of high quality. Most of the time, such items do not require a crafter – for example, clothing and jewellery can be worn and used freely, although they are not considered to have any particular IC value aside from the aesthetic. Most of the time, judgements about materials used to make these will need to be referred to the Design Team, but here are some guidelines:

A pair of boots requires one Craft Point of Hides

A diamond ring requires half a Craft Point of Metal and half a Craft Point of Stone

A tunic requires two Craft Points of Cloth

A wand or cudgel requires one Craft Point of Timber

A “firearm” requires one Craft Point of Timber and one Craft Point of Metal

### Time needed for production (crafter-downtime turns):

	<b>Basic skill</b>	<b>Intermediate skill</b>	<b>Advanced skill</b>
<b>Basic quality item</b>	4	2	1
<b>Intermediate quality item</b>	-	4	2
<b>Advanced quality item</b>	-	-	4
<b>Repair armour</b>	2	1	0.5
<b>Dormitory for slaves</b>	20 per type	10 per type	5 per type
<b>Basic infrastructure</b>	40 (Mason) 20 (Carpenter)	20 (Mason) 10 (Carpenter)	10 (Mason) 5 (Carpenter)
<b>Intermediate infrastructure</b>	80 (Mason) 40 (Carpenter)	40 (Mason) 20 (Carpenter)	20 (Mason) 10 (Carpenter)
<b>Advanced infrastructure</b>	160 (Mason) 80 (Carpenter)	80 (Mason) 40 (Carpenter)	40 (Mason) 20 (Carpenter)
<b>Building</b>	200 per type	100 per type	50 per type

A crafter-downtime turn is the amount of work one crafter can produce in one downtime turn. So four crafters working for twenty-five downtime turns produce one hundred crafter-downtime turns’ worth of work.

## **Movement and Travel**

By and large, we are not very concerned with how PCs travel between the various locations they control or are visiting. We assume that this travel is cost-neutral, relatively risk-free for the most part, and instantaneous. However, when moving troops or slaves, things are rather different. There are three main ways to do this:

1. By sea. This requires a ship with enough space to transport the troops/slaves. This travel must be between two Ports.
2. By land. Different units of slaves and troops will move at different speeds and must be supervised as they go. Carrying heavy goods (e.g. raw materials) will slow them down considerably. Travelling units need Tents.
3. By magic. The teleportation pad network requires one Portal Crystal per jump per person travelling on it. Travel within a Demesne requires only one "jump" whereas travel to a different Demesne requires three jumps (one to your Demesne hub, one to the hub of the other Demesne, and one to the specific transport pad you want). Raw materials and livestock (including Cavalry) cannot be transported in this way.

The Wayfarers' network of trading posts and promissory notes means that it is not always necessary to move raw materials yourself – you can simply deposit your goods at one trading post, and redeem your promissory note at a more convenient trading post. This method has a small cost attached. You could do likewise with slaves and troops, albeit at greater expense.

Please keep in mind that any form of travel – especially where troops are concerned – will require suitable paperwork. It is almost impossible to travel out of your home Demesne using the teleportation pad network without the right paperwork (a Passport, and an Exceptional Requisition and Permit for Transport and Use if bringing troops). Sea and overland travel can be accomplished with less official interference, albeit that this depends largely on the route taken.

- Infantry and archer units, and unburdened slaves move over land at a speed of 10 hexes per downtime turn.
- Cavalry, Wood Elf units and orc warbands move at 20 hexes per downtime turn.
- Siege Engines and slaves carrying raw materials may travel only 5 hexes per downtime turn.

The Navigation skill allows you to lead a unit and improve its speed by 10%, 20% or 40% depending on your level. This brings with it the risk that if the unit is attacked then your character may be captured or killed in the battle, with your character part of one unit, per the "leading from the front" rules. At Intermediate Navigation you may simultaneously pathfind for 2 units travelling together, and for 4 at Advanced. You choose which unit you join in combat.

Units of slaves and troops may move to a hex immediately adjacent the one they currently occupy "for free" if they are being directed to work or fight in this adjacent hex.

Ships move at a variable speed, depending on the conditions. The base speed is listed below, and is measured in map hexes/downtime turn. The Navigation skill allows you to travel on board a ship (meaning that you must be present for the whole voyage and spending your downtime turns navigating) and improve its speed by 10%, 20% or 40%, depending on your level in the skill. This brings with it the risk that if the ship is attacked then your character is considered to be present on the ship, per the "leading from the front" rules, and may be captured or killed in the battle, which will be fought using the Mass Combat rules. At Basic Navigation you may take responsibility for only one ship; with Intermediate Navigation you may take responsibility for two ships travelling together (allocating at the start of the voyage which vessel is the flagship and thus which vessel you will be on if attacked), and for 4 at Advanced.

	<b>Coaster</b>	<b>Freighter</b>	<b>Bulk Carrier</b>
<b>Speed</b>	60	30	15
<b>Max. No. Units Aboard</b>	1	2	4
<b>Max. Cargo</b>	200	300	500
Please note that Coasters cannot travel further than 5 hexes away from the coast at any time.			

	<b>Transport</b>	<b>Scout</b>	<b>Schooner</b>	<b>Sloop</b>	<b>Brig</b>	<b>Cruiser</b>	<b>Frigate</b>	<b>Support</b>	<b>Ship of the Line</b>
<b>Speed</b>	60	70	60	50	40	45	40	15	40
<b>Max. Cargo</b>	100	50	50	50	100	100	100	50	150
<b>Max. No. Troops</b>	10	1	1	1	2	2	2	1	5

The weather has a huge impact on your ships' speed, being able to modify it in either direction by up to 50% in any given downtime turn. Magical powers that allow you to control the weather allow you to change the effect by plus or minus 10% per use. This effect lasts for one downtime turn. Likewise, the effect of the weather is calculated on a turn-by-turn basis by the Design Team.

Likewise, wave control powers allow you to add or subtract up to 25% to or from a target vessel, and all vessels in the same hex at the time the power is deployed. Each use offers an incremental change of 5%.

## **Cheat Sheet and Summary**

In order to help you get the most out of our downtime system, we have assembled a "cheat sheet" that aims to summarise the downtime rules and answer the most frequently-asked questions.

- Slaves must be fed for each of the 25 downtime turns. The Food must be in the same place as the slaves!
- Slaves can only do one thing each turn – even if there are two types of infrastructure on a piece of land!
- If there isn't one dormitory per unit of slaves working on the land this turn, then those without dormitories work slower
- Someone else can operate slaves on your land (either their slaves or yours) with your permission
- Management only works on units of slaves working on the same land at the same time
- To move slaves from one location to another, you must either spend time leading them over land (see pg. 16), transport them via ship, or pay the Wayfarers' Guild NPCs a fixed fee of 50F
- If slaves end the downtime period on someone else's land, their ownership reverts to the owner of the land they're on
- Once you have produced raw materials on your land, you will need either to store it, use it on site, or pay the Wayfarers' Guild NPCs a fixed fee of 5F to trade it in for a chit.
- You can move raw materials yourself, but you will need to direct slaves to move it, which is very slow (see pg. 16)
- To use a chit as a unit of raw material on an area of land, you must pay the Wayfarers' Guild NPCs a fixed fee of 5F.
- You can split up the time you spend learning a skill – even across multiple downtime periods! - as long as you have all of the XP available at the start
- Higher levels of the Knowledge: Economics skill gets you better prices from the NPC Wayfarers' Guild members
- You can trade with the PC Wayfarers' Guild members – or any other PCs! - in downtime if they let you
- It does not take any downtime turns to trade with anyone
- It does not take any downtime turns for a PC to travel anywhere
- Each downtime turn represents one week
- Please ensure you have all money/materials necessary to perform your DT actions. You can do non-mechanical cool story stuff in downtime if you want
- We assume, by default, that you carry all of your equipment around with you at all times. If you don't want to, please make sure you say where you're leaving things and what you're keeping on you!
- If you do get into an unfortunate situation in downtime, we assume by default that you do not use any consumable equipment (e.g. potions). Please state clearly in your downtime submission if you wish to do differently.
- Except in very specific circumstances, your character is extremely unlikely to die in downtime. However, they may come to serious and even permanent harm.